**## About Me**

**Hello, I am Matthew Green, a 21-year-old recent graduate with a Bachelor of Science in Computer Science from the University of Texas at Arlington from this past December. Now that I have received my degree I want to start a career in video game programming. Ever since I took a programming and game design course back in high school, it has been my ambition to develop video games as a career alongside accomplished peers. I have the correct skills and creativity to make a game become reality for the masses to enjoy. I also have found myself naturally taking a leadership role in the group projects I have taken part in, so I believe I could be a good candidate for a managerial role in the future.**

**After all the classes I have taken from high school to college and from my current job, I have nearly 5 years of programming experience in a range of languages and over a year of experience using Unity. I am incredibly comfortable programming in general and proficient with tools such as Unity and Git after all these years. I have been interested in learning Unreal Engine as well as Bevy, an open-source game engine, and the programming language used for it; Rust. While I enjoy all parts of programming a game what has been piquing my interest lately is graphics programming; more specifically procedural generation, shaders, and hardware acceleration using a graphics card. I have only just started learning about computer graphics and would like to learn about it further in detail. I did however take a computer graphics course, however, in my opinion it was quite a letdown on the amount of content it covered. It was unfortunate that my university did not have anything more on these topics because I would have loved to learn more about this fascinating subject in my studies.**

**More about myself: I love everything entertainment, whether it be watching YouTube videos, playing video games with my friends, or collecting and watching movies. I also put a lot of time into self-hosting with my server computer, hosting many different services for my entertainment or utility, including this website.**

**Now here is a showcase of all my projects, skills, work experience, and education as well as my contact details:**

**Projects**[**#**](https://www.matthewgreen.gg/#projects)

**##** [**Trapstronauts**](https://www.matthewgreen.gg/trapstronauts.php)[**#**](https://www.matthewgreen.gg/#trapstronauts)

**A local multiplayer party game where 2-4 players vote on a map. Then race to the finish in back to back rounds, whilst placing items before the start of each round. These items either making the chosen map easier or more difficult.  
  
You can see more about this project**[**here**](https://www.matthewgreen.gg/trapstronauts.php)**.**

**##** [**Project Calamity**](https://www.matthewgreen.gg/project_calamity.php)

**This is a sci-fi horror tactical FPS role playing game, made in Unity, where you take control of a bounty hunter who has crash landed on a mining colony planet, filled with horrific and violent alien creatures and people trying to kill you. Collect and craft items to help you survive and finish quests as you undercover the story of this planet and its humanoid inhabitants and their secret plans.  
  
You can see more about this project**[**here**](https://www.matthewgreen.gg/project_calamity.php)**.**

**##** [**CAD Model Viewer**](https://www.matthewgreen.gg/cad_model_viewer.php)

**It is a learning application, made in Unity, intended to be a companion application to the current curriculum of Introduction to Engineering Design courses at the University of Texas at Arlington.  
  
You can see more about this project**[**here**](https://www.matthewgreen.gg/cad_model_viewer.php)**.**

**##** [**Server Computer**](https://www.matthewgreen.gg/server_computer.php)

**A hobby of mine is building and working on an old server computer. I use it for various things such as hosting this website, a personal Git website, a Minecraft game server, and much more.  
  
I have many future plans for building a custom server computer as well as putting my own personal desktop on the server rack. Then using fiber optic to connect to my desktop from the server rack to my desk.  
  
You can see more about this project**[**here**](https://www.matthewgreen.gg/server_computer.php)**.**

**## Skills**

**### Soft Skills**

* Collaboration
* Communication
* Troubleshooting
* Project Management
* Analyzation
* Documentation
* Organization

**### Technical Skills**

* C/C++
* C#
* Python
* Unity Engine
* Git

## Work Experience

**### XR Technology Programmer**

Feb. 2022 - Present  
University of Texas at Arlington  
Arlington, TX

I was hired by [Dr. Raul Fernandez](https://www.uta.edu/academics/faculty/profile?username=fernande#About%20Me), of the Mechanical and Aerospace Engineering Department at UTA, to work individually on a [VR application](https://www.matthewgreen.gg/cad_model_viewer.php) as part of his new Mechanical Engineering study program he is experimenting with. The application’s purpose is to help students learn about the concepts of Computer Aided Design (CAD) in a new 3D virtual environment. The benefit of using VR is to allow students to interact with the CAD models and concepts in a way that is not possible in a 2D environment.

It’s going to be available for nearly all devices, with it being made for phone VR headsets with Google Cardboard and for PC and standalone VR headsets with SteamVR and Oculus (Meta). So, everyone can get access to the application.

After a year of development, I feel comfortable and confident using Unity and programming in C#. The application is also well polished and ready to start being used by students to help with their learning.

**### Designated Hitter**

Mar. 2020 - Mar. 2020  
Walgreens  
North Richland Hills, TX

Upon receiving my Pharmacy Technician Trainee Certification and was promoted to a Designated Hitter allowing me to work in the pharmacy as well. I would help organize prescriptions, run the pharmacy cash register, and train to become a Pharmacy Technician. Unfortunately, I had to quit because of the pandemic.

**### Customer Service Associate**

Aug. 2019 - Feb. 2020  
Walgreens  
North Richland Hills, TX

Worked with a team to provide superb customer service, operated the cash register, stocked the shelves, made photo orders, and other tasks.

## Education

**University of Texas at Arlington**

Aug. 2019 - Dec. 2022  
Bachelor of Computer Science  
Arlington, TX

* GPA: 3.29

**Birdville High School**

Aug. 2015 - May 2019  
Computer Science Major  
North Richland Hills, TX

* GPA: 4.00
* Magna Cum Laude Graduate
* Ranked 25th Percentile

## Contact

**Email**

greenmatthew07@gmail.com

**Links**

* [Personal Git Website](https://git.matthewgreen.gg/matthewgreen/)
* [GitHub](https://github.com/greenmatthew)
* [LinkedIn](https://www.linkedin.com/in/matthewalangreen/)